

THE HYBORIAN WAR KINGDOM REPORT
FOR
VANAHHEIM

KINGDOM SIZE: MEDIUM

ABBREVIATION: VANA



Vanaf het



Results



100



1000



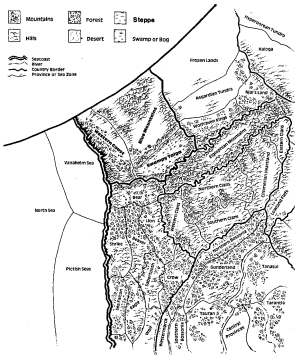
September 1999



100



Figure 1. Schematic representation of the experimental design. The subjects were divided into two groups: control group and intervention group. The control group received no intervention, while the intervention group received a 6-week intervention program. The outcome measures were measured at baseline, post-intervention, and follow-up.



HYBORIAN™ WAR

Kingdom report for Vanaheim

Table 1

Winter Mariasson

NATIONAL HISTORY

Listen, young warriors, sons of countless kings. Listen to thy heritage, to the story of thy people, of Vanaheim.

Once, long, long ago, thy people inhabited a land far to the north. It was the land of the gods, where days were counted in weeks and nights would last a month or more. Our people had no name for themselves then, and lived in peace, hunting and fishing for their livelihood. Then the great mist spread upon us from the north, cold, hungry, raging animals. Great was the battle, and when it was done the mists lay and for a years darkness grew from such an event, and we were never to be the same.

Within a generation we were invaded yet again, this time by Hyborian warrior tribes from the south. Great was of war, they seemed as gods in battle. We fought them too, and in time overcame them. And from their survivors we heard tales. They were tales of strange lands to the south, of war and glory; they admired our blood. We could not stay!

Our people began the long trek south, where they met more Hyborians. At first their bright swords and axes drove us back in great slaughter, but in time we too learned to wield sword and axe. They came to call us the Nordheide, and having none for ourselves we accepted the name. For a thousand years we warred with the Hybori, and we honor their heroes among our own. At last they were betrayed by their own kin, the Hyperboreans, who fell upon them even as we struck from the north yet again. The northern Hyborians were driven south, so that driving their southern neighbors even farther, thus beginning the great southern migrations of the proud Hyborian people.

But we are not Hybori. We are the Vaniir. And thou must know of thy cousins, for it was at this time that the Nordheide split, and became the Asaia and the Vaniir. The blond-haired Asaia ruled in Asgard, while we Vaniir of the red manes sought our way westward, slaying all before us, to stop only when we reached the Western Ocean.

It is a hardy land which fortune has granted us, worthy of our people. We hunt the cold reaches and fish the icy western coast. And of course we war. We war to the south, on the Baar Fjelds, and farther still we war beyond the Higlaphias Mountains on the dimension northern side. Such battle, fit to lift the heart of any man of war! Not most of all we war with the Asaia, our cousins. When time can we better test our might and courage our souls in battle than with our own blond-haired neighbor.

Know, great warrior, that our prophets tell us a great age comes to the world, an age of war to end red raging war! Further know it is said we will one day rule a great nation and be kings of a foreign people, as we will die, and the reading of glasses and the cold silence of the northern world. Our fate, as always, rests with the strongest men in the tribe. Rule well, young warrior and father of kings! How listen well to the unfolding of thy new Kingdom.

ROYAL TREASURY

Know, my liege, that as of this day, the wealth of your treasury is **ADDEQUATE**.

POLITICS

Know, my liege, that the political standing of thy kingdom is thus:

Vanaheim has avoided the influence of Asgard as a **NEUTRAL** land.
Vanaheim has avoided the influence of Vanaheim as a **NEUTRAL** land.

Vanabain can wield the influence of Fictland at a MOD level.

Vanabain has no formal allies.

CHARACTERS

Know, my liege, that on this day your characters await thy bidding. Great people of renown are they all. By your leave, I will now make full report on the present location of all your Characters and make known my considered judgement of their abilities.

The CHANCELLOR of Vanabain is:

Name: Agardus Haden	ID: VAN-001	Character Type: Priest
Age: middle aged	Gender: Male	Province of Birth: The Western Coast Region
Current Location: The Western Coast Region		Assignment last time: None
Current Haden is the Province Ruler of The Western Coast Region.		

The ADJUTANT GENERAL of Vanabain is:

Name: Breshad Algan	ID: VAN-002	Character Type: General
Age: Middle aged	Gender: Male	Province of Birth: The Swampy Thins Region
Current Location: The Swampy Thins Region		Assignment last time: None
Breshad Algan may use the following spells: Transmute .		

As for the other Characters of your kingdom, they are:

Name: King Eris Survan	ID: VAN-1	Character Type: Ruler
Age: ancient	Gender: Male	Province of Birth: The Blue Mountains
Current Location: The Western Coast Region		Assignment last time: None
Physical Condition:	POOR	
Intelligence:	GOOD	
Leadership:	None	
Military Command:	None	
Research:	None	
Intelligence:	POOR	
Health:	None	

King Eris Survan is the current Ruler of Vanabain.

Name: Archon of Eris Survan	ID: VAN-2	Character Type: Ruler
Age: Youth	Gender: Male	Province of Birth: The Western Coast Region
Current Location: The Western Coast Region		Assignment last time: None
Physical Condition:	POOR	
Intelligence:	None	
Leadership:	None	
Military Command:	None	
Research:	None	
Intelligence:	None	
Health:	None	

Archon of Eris Survan may use the following spells: **Magic Arrow**.

Name: Sigur Haden	ID: VAN-3	Character Type: General
Age: old	Gender: Male	Province of Birth: The Swampy Thins Region
Current Location: The Western Coast Region		Assignment last time: None
Physical Condition:	POOR	
Intelligence:	None	
Leadership:	None	
Military Command:	None	
Research:	None	
Intelligence:	None	
Health:	None	

Sigur Haden may use the following spells: **Storms**, **Heal Wounds** and **Heal Blind**.

Name: Breshad Algan	ID: VAN-4	Character Type: General
Age: young adult	Gender: Male	Province of Birth: The Western Coast Region
Current Location: The Western Coast Region		Assignment last time: None
Physical Condition:	POOR	

Diplomacy : AVERAGE
 Leadership : POOR
 Military Command : AVERAGE
 Revision : EXCELLENT
 Subtlety : GOOD
 Vigor : EXCELLENT

Evaluated Alton was the following again: Diplomacy, Blame, Strength and Noble Vigor.

Name: Emerald Alton
 Age: Young adult
 Personal Location: The Swampy Triangle Region
 Personal Gender: F
 Diplomacy : POOR
 Leadership : POOR
 Military Command : POOR
 Revision : GOOD
 Subtlety : POOR
 Vigor : POOR

Character Type: Hero
 Province of Birth: The Blue Mountains
 Assignment Last term: With the 1st Imperial Army

Name: Emerald Alton
 Age: Young adult
 Personal Location: The Swampy Triangle Region
 Personal Gender: F
 Diplomacy : POOR
 Leadership : POOR
 Military Command : AVERAGE
 Revision : AVERAGE
 Subtlety : POOR
 Vigor : POOR

Character Type: Hero
 Province of Birth: The Blue Mountains
 Assignment Last term: With the 1st Imperial Army

Name: Emerald Alton
 Age: Middle aged
 Personal Location: The Swampy Triangle Region
 Personal Gender: F
 Diplomacy : AVERAGE
 Leadership : POOR
 Military Command : AVERAGE
 Revision : AVERAGE
 Subtlety : AVERAGE
 Vigor : POOR

Character Type: Hero
 Province of Birth: The Swampy Triangle Region
 Assignment Last term: With the 1st Imperial Army

Name: Emerald Alton
 Age: Middle aged
 Personal Location: The Blue Mountains
 Personal Gender: F
 Diplomacy : AVERAGE
 Leadership : AVERAGE
 Military Command : POOR
 Revision : AVERAGE
 Subtlety : AVERAGE
 Vigor : POOR

Character Type: Hero
 Province of Birth: The Blue Mountains
 Assignment Last term: None

Emerald Alton is the Province Hero of The Blue Mountains.

Name: Emerald Alton
 Age: Old
 Personal Location: The Swampy Triangle Region
 Personal Gender: F
 Diplomacy : POOR
 Leadership : POOR
 Military Command : POOR
 Revision : POOR
 Subtlety : POOR
 Vigor : POOR

Character Type: Hero
 Province of Birth: The Swampy Triangle Region
 Assignment Last term: None

Emerald Alton is the Province Hero of The Swampy Triangle Region.
 Emerald Alton was the following again: Strength.

Name: Emerald Alton
 Age: Old
 Personal Location: The Swampy Triangle Region
 Personal Gender: F
 Diplomacy : POOR
 Leadership : POOR
 Military Command : POOR
 Revision : POOR
 Subtlety : POOR
 Vigor : POOR

Character Type: Hero
 Province of Birth: The Swampy Triangle Region

Present Location: The Western Coast Region

Assignment: Left South Shore

Personnel Counted : FOUR
Diplomacy : ADEQUATE
Reliability : FOUR
Military Command : NONE
Bravado : EXCELLENT
Intelligence : SUPERIOR
Rapid : FOUR

Bravado above may use the following skills: Strength.

TROOPS

Now, my Lord, that from old your people have been warriors. All told, there are 4 troop types at your disposal. May it please thee, I have listed each type of troop available to thy kingdom below, giving my considered judgement as to the various abilities of each. I have also noted the relative cost to our Royal Treasury to train and outfit one troop of each kind respectively. If necessary, a certain minimum of each troop type must be maintained among the total armed forces of thy kingdom. Likewise, no more than a certain maximum percentage of your troops may be of any one type. Below I have inscribed any special notes pertaining to each troop type.

Swamp Raiders : Troop Type 1
Troop Category : MIA - Median Infantry Archer
Minimal Combat Ability : GOOD
Maximal Combat Ability : GOOD
Morale : EXCELLENT
Movement Rate : 1

Swamp Raiders must make up a minimum of 10% and may not exceed a maximum of 40% of your total number of troops.
Swamp Raiders are well adapted to combat in Swamp and will fight in that terrain with increased ability.
The cost to train and outfit Swamp Raiders is moderate.

High King's Warriors : Troop Type 2
Troop Category : MIA - Median Infantry Archer
Minimal Combat Ability : GOOD
Maximal Combat Ability : GOOD
Morale : SUPERIOR
Movement Rate : 1

High King's Warriors must make up a minimum of 20% and may not exceed a maximum of 60% of your total number of troops.
The cost to train and outfit High King's Warriors is moderate.

Blue Mountain Men : Troop Type 3
Troop Category : MI - Heavy Infantry
Minimal Combat Ability : NONE
Maximal Combat Ability : EXCELLENT
Morale : EXCELLENT
Movement Rate : 2

Blue Mountain Men must make up a minimum of 10% and may not exceed a maximum of 10% of your total number of troops.
Blue Mountain Men are well adapted to combat in Desert and will fight in that terrain with increased ability.
The cost to train and outfit Blue Mountain Men is moderate.

Dragon Wolves : Troop Type 4
Troop Category : MI - Heavy Infantry
Minimal Combat Ability : NONE
Maximal Combat Ability : GOOD
Morale : EXCELLENT
Movement Rate : 2

Dragon Wolves must make up a minimum of 10% and may not exceed a maximum of 10% of your total number of troops.
The cost to train and outfit Dragon Wolves is LOW.

PROVINCES

Look upon your land, my King, and study well the terrain map that I place in your hands with this report. For knowing the land will help you prepare for battle. May you remember thy allies to the best advantage that the land provides. I have painstakingly recorded below a list of each of your provinces. Furthermore, I have noted the predominant terrain, the type of troops levied, the usual amount of wealth produced in each province, and the composition of each provincial army.

The Western Coast Region

Province 182

Province Type: Coast

Is the Capital Province of Rastheim and the west of your national government.

Scarcely higher a mountain peak into the sky
Has several acres of hills
Has large areas of forests
Has some acres of open grassland
Has a few small areas of tundra

- POOR chance to reach Mountainous terrain.
- POOR chance to reach Hill terrain.
- EXCELLENT chance to reach Forest terrain.
- ADEQUATE chance to reach Open terrain.
- POOR chance to reach Tundra terrain.

The people of The Western Coast Region currently have GOOD loyalty to the throne.
Approximately once every two years The Western Coast Region loyally fights King's Warriors.
The average combat production in The Western Coast Region is EXCELLENT.

The 182nd Provincial Army

ID: PA-182

Total troops with Army: 4

Troop Name	Type	Troop Name	Type	Troop Name	Type
Slender Snake King's Warriors	2	Slender King's Warriors	2	Slender's King's Warriors	1
Slender Snake King's Warriors	2				

The Western Coast Region has standing Province Defense Orders as follows:

- Moveout to Hill terrain if needed.
- Engage the enemy at the Province Commander's discretion.

Our 1st Imperial Army is assigned to The Western Coast Region.

The Swampy Taiga Region

Province 183

Province Type: Land

Is a land of few mountains.
Has several acres of hills
Has large areas of swampland
Has a few acres of open grassland
Has one small forest (Dark Elm 1)

- ADEQUATE chance to reach Mountainous terrain.
- GOOD chance to reach Hill terrain.
- EXCELLENT chance to reach Swamp terrain.
- POOR chance to reach Open terrain.
- POOR chance to reach Tundra terrain.

The people of The Swampy Taiga Region currently have MODERATE loyalty to the throne.
Approximately twice every three years The Swampy Taiga Region loyally fights Swamp Raiders.
The average combat production in The Swampy Taiga Region is GOOD.

The 183rd Provincial Army

ID: PA-183

Total troops with Army: 4

Troop Name	Type	Troop Name	Type	Troop Name	Type
Two Swampy	1	Swampy's Old Raiders	1	Swampy's Fair's Raiders	2
Two Swampy	1	Swampy's Old Raiders	1	Swampy's Swamp Raiders	1

The Swampy Taiga Region has standing Province Defense Orders as follows:

- Moveout to Swamp terrain if needed.
- Engage the enemy at the Province Commander's discretion.

Our 1st Imperial Army is assigned to The Swampy Taiga Region.

The Blue Mountains

Province 184

Province Type: Land

Scarcely a high mountain.
Has several acres of hills
Has some acres of forest
Has a few small areas of open grassland
Has some acres of tundra

- POOR chance to reach Mountainous terrain.
- POOR chance to reach Hill terrain.
- ADEQUATE chance to reach Forest terrain.
- POOR chance to reach Open terrain.
- ADEQUATE chance to reach Tundra terrain.

The people of The Blue Mountains currently have MODERATE loyalty to the throne.
Approximately once every three years The Blue Mountains loyally fight Blue Mountain Men.
The average combat production in The Blue Mountains is GOOD.

The 184th Provincial Army

ID: PA-184

Total troops with Army: 4

Troop Name	Type	Troop Name	Type	Troop Name	Type
Blue's Blue Mountain Men	2	Blue's Blue Mountain Men	2	Blue's Blue Mountain Men	2
Blue's Blue Mountain Men	2				

The Blue Mountains has standing Province Defense Orders as follows:

indicate any weaknesses.
 Reported to TARDIS OFFICE as collected.
 Regard the matter at the Province Commanders' Directorate.

DISPOSITION OF IMPERIAL ARMIES

Know, my liege, that on this day those best troops stationed throughout the kingdom awaiting your commands. Let me now make full report of the type, number, and location of these troops and the present organization and assignment of these troops into Imperial Armies.

The 1st Imperial Army		ID: IA-1	Total troops with Army: 8		Status: Active
Location: The Swampy Tundra Region					
Troop Name	Type	Troop Name	Type	Troop Name	Type
Swampy Raiders	1	1st Bad Swamp Raiders	1	Swampy 2nd Raiders	1
Swamp Swampy Raiders	1	Swampy 3rd Raiders	1	Bad Swamp 3rd Raiders	1
Swamp 4th King's Warriors	2	Swampy 5th King's Warriors	2		

The 2nd Imperial Army		ID: IA-2	Total troops with Army: 13		Status: Inactive
Location: The Western Coast Region					
Troop Name	Type	Troop Name	Type	Troop Name	Type
Coastal Raiders	1	Coastal King's Warriors	1	Coastal King's Warriors	2
Coastal 2nd King's Warriors	2	Coastal 3rd King's Warriors	2	Coastal King's Warriors	2
Coastal 4th King's Warriors	2	Coastal King's Warriors	2	Coastal King's Warriors	2
Coastal King's Warriors	2	Coastal King's Warriors	2	Coastal King's Warriors	2
Coastal King's Warriors	2	Coastal King's Warriors	2	Coastal King's Warriors	2

TOTAL Number of Troops : 27

Troop Name	Troop Type	Number of Troops	Percent of Total	Maximum	Minimum
Swamp Raiders	1	10	37%	201	400
King King's Warriors	2	17	63%	201	450
King King's Warriors	2	4	15%	50	100
King King's Warriors	2	2	7%	101	200

IMPERIAL GOALS

Let me tell thee of the dreams of your sons and the dreams of their fathers before them. It is known, my lord, that if only the following imperial goals can be achieved, a new age of glory and prosperity shall dawn upon the kingdom. Thus have the rulers of Vanahelm ever strived to conquer and control the following provinces and control a continuous line of provinces between them and any home province of Vanahelm.

The rulers of Vanahelm ever strive to conquer and control the following provinces:

- The Near Tribeslands of Friesland
- The Eightfold Mountains of The Eightfold Mountains
- The Wolfen King's Region of August

If successful in achieving these goals, Vanahelm will truly become an empire and will be immediately able to raise sea Imperial Troops of a type presently unknown to us.

VICTORY CONDITIONS

Know, Great One, that from days of old it has been prophesied that one would come to us, one who would lead us to glory and victory over all our enemies. Word already spreads throughout the land and among our people that you indeed may be this one. If you would lead us to victory, heed closely to what I now impart to thee. Below I have listed which factors will either benefit or adversely affect the victory of thy kingdom.

The victory of your kingdom will depend upon the number of provinces under your control.

You will move closer to victory by conquering some provinces of any large kingdom. Should the Ice Age come, your people may decide to migrate to the lands of a single large kingdom at that time. You should then focus your efforts on that kingdom's home

provinces.